

Primitive, crude, cage-like
 structures. Dirt floors, dark
 inside, but some filtered
 light. Foul smells - rotten
 food, sweat, human
 excrement. Flickering light
 of fires. Animal, mostly
 bird sounds. These structures
 are empty now, but there
 is evidence of recent
 habitation - graffiti on
 walls, hole in wall
 (Am) someone was sleeping).
 A pervasive feeling of fear
 mixed with confused
 determination. The other

Structure is also made
crudely made of wood, but
has more conveniences or
amenities than the
others. It is put up as
an office with living
quarters. The people
who were in the older
structure have been
moved and are lodged.

For Brink -



SG1A